The netbook of

Athasian clerics

Version 1.0

A Dark Sun list net project

**Table of contents**

Credits & mish stuff

Copyright

Introduction

About Earth, Air, Fire and Water

Elements remapping

The new elemental clerics

Classes

Minerals (Gems, Metal)

Lightning (Storm)

Ash (Doom)

Vacuum (Void)

Salt

Ooze (Mud)

Smoke

Ice

Kits

Lightning (rain)

Smoke (fire)

Ice (water)

New equipment

New spells

Smoke spells

1st level

Messenger spirals

Smoke wall

2nd level

Hypnotic tendrils

Shape smoke

Smoke cloud

3rd level

Smokeform

Soporific smoke

4th level

Solid smoke

5th level

Curse unbeliever

Poisonous smoke

6th level

Hallucinatory cloud

7th level

Deadly cloud

Pinnacle of destruction

**Credits & mish stuff**

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Did I forget someone? If so please let me know and you’ll be present in the next release of this netbook.

Criticism is greatly appreciated, send your opinions to Darknight <dark@newsoft.iti>

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**Introduction**

**About Earth, Air, Fire and Water**

This work is meant to be a compendium of Athasian faiths. It may be inconsistent with Earth, Air, Fire and Water (EAFW from now on) in some ways such as the names/likenesses of some Inner planes. This net project is tied to the old elemental scheme originally presented in the Manual of the Planes and later in Planescape.

For compatibility the new clerics may simply be considered special cases of the normal four elemental clerics with slightly different powers:

Earth: minerals, ash, salt, ooze.

Air: lightning, vacuum, smoke

Fire: smoke

Water: lightning, ooze, ice

As you may see many elements may fit either under one of the main four or another. The choice is up to you based on how you see the cleric you are going to play.

Carrie Slavin <sarcasm@bellsouth.net> has made kits for Lightning, Smoke and Ice which are EAFW-friendly. They may differ from the classes I made but since I like her ideas I included the kits as they were made.

**Elements remapping**

This book follows the standard Inner planes structure presented in the Manual of the Planes and in Planescape. Here follows a list of the Athasian Paraelemental planes as presented in EAFW coupled with the names they take in the official Inner plane diagram, the couples are based on the features of the planes.

Magma - Magma

Sun - Radiance

Rain - Steam

Silt - Dust

The clever reader may have noticed that some planes defined as Paraelemental in EAFW have the same features of a Quasielemental plane and therefore have been remapped to the appropriate (in my opinion) place in the scheme.

This new scheme of elements is used in my campaign, the single DM may choose to adopt it or stick to the EAFW one.

**The new elemental clerics**

The following planes were not considered in EAFW, I introduce them and provide a short description of where clerics of these elements are more likely to be found along with their relationships with the other faiths.

Within parenthesis are provided some alternate names. Elemental powers for each cult are also provided.

**Classes**

Minerals (Gems, Metal)

***Description*** The priests of Minerals are only a few (or at least are believed to be a few) in the tablelands given the lack of metal and precious gems. Most are druids, protecting their guarded lands and avoiding mining. This is only a temporary measure: the priests of Minerals are not greedy and do not want to leave the ore untouched, they need to protect the deposits to avoid Minerals disappearing entirely from Athas.

***Areas of influence/Relationships*** The clerics of Minerals may be found everywhere but will usually be confused with Earth ones: this is exactly their objective for in this way the minerals they protect won’t be extracted. This is also a main answer to the lack of metal and other minerals in Athas: as here clerics protect them it’s not so easy to prospect areas and dig mines. Magma is somewhat tied to Minerals. Minerals are at good terms with Earth and are opposed to Ash, otherwise these clerics are neutral.

***Alignment*** The priests of Minerals are often lawful but ready to lie if this is made to protect minerals.

***Granted powers*** Ignore element: the clerics of Minerals have the ability to ignore earth.

Gate element: the clerics of Minerals may transmute normal rock into ore or gems or the opposite (but this is rarely done since it would deplete the mineral resources of Athas). The process takes a long time since the presence of Minerals in Athas has been gretly reduced in the past. Over one month of work the cleric will have finished one cubic foot of the purest metal (or gems). Usually the cleric will then use his ability to ignore earth to put the minerals where they belong. Transforming metal, gems or other forms of minerals into normal earth may be done at will, a simple touch is enough. The resulting earth is easier to revert to its original state, requiring only another touch.

***Minor granted powers*** Locate minerals (3rd level): the clerics of Minerals are able to locate veins of ore and raw gems with mere concentration. All ore within 1 mile is located, the size of the veins is also immediately known by the cleric.

Bend weapon (5th level): the cleric may render any metal or obsidian weapon or tool useless with a touch. The power may be used once per day and lasts 10 rounds (100 seconds), enough to bend at least 50 objects if they were stacked.

Dig (9th level): the clerics of Minerals in a sense are (or parhaps were) also protectors of miners, this power allows them to dig as per the spell and is usually employed to save miners who have been buried alive. This ability may be used up to once per three levels of the caster each day.

Quake (11th level): once per month the priest may conjure a powerful earthquake as per the spell with double area of effect, it is generally used to destroy mining facilities.

***Hindrances*** Should a cleric of Minerals be recognized as one and his powers be known he would be in great danger for nearly all merchant houses would do anything to use his abilities for a profit.

Lightning (Storm)

***Description*** The worshippers of lightning are interested in rain but only if it brings a lot of destruction. Tyr storms are of course sacred to them and they welcome the storms as a proof of the might of Lightning.

The priests of Lightning may change the route of a Tyr storm making them a powerful and influential group. Their faith is ancient but recently has known a great expansion, new acolytes join almost daily since the Tyr storms have begun to ravage the land.

***Areas of influence/Relationships*** The clerics of Lightning go where Tyr storms go if possible, their arrival is often a bad omen but not necessarily so as the cleric may want to divert the storm a few to show the power of Lighning and gain new worshippers. Lightning is at good terms with Air, Rain and Water altough they do not share the same point of view on some things. Earth dislikes Lightning and Silt fears the terrifying power of the Tyr storms.

***Alignment*** The priests of Lightning are seldom evil but often chaotic (mad in the eyes of many).

***Granted powers*** Ignore element: while using this power the cleric is immune to electricity except if magical in origin but including conjured lightnings (Summon planar energy and similar effects). The cleric gains also immunity to the effects of Tyr storms.

Gate element: the cleric may gate a lighning bolt doing 1d6 points of damage per level above 6th. The lightning bolt is equal to the one generated by the wizard spell with the same name. Note that the lightning is not magical it’s conjured form the plane: magic resistance does not affect this power and immunity to natural electricity will work.

***Minor granted powers*** Static discharge (3rd level): the cleric may use this power once per day per 3 levels of experience. It has the same effects as a shocking grasp spell cast by a wizard of the same level of the priest.

Control weather (7th level): may control weather as per the spell once per week.

Call Tyr storm (9th level): this power may be used once per week and calls a Tyr storm which will arrive within 1d6 days and pass over the spot the cleric was when the call was made. Usually the storm will travel in an almost straight line from the sea of silt to the spot.

Divert Tyr storm (11th level): this power (which may be used once per week) changes the path of a Tyr storm which is already in sight, the storm will change its path regardless of winds and travel in the path the cleric establishes. Should a conflict arise between two users of this power the higher level cleric will win.

***Hindrances*** The reputation of Lightning clerics varies from place to place and from man to man, the DM may give any bonus/malus to reactions or even decide in advance the result of an encounter.

Ash (Doom)

***Description*** A strange and untrustworthy group the Ash worshippers are indeed obsessed with death and destruction. The ultimate end of the sun (which they beleave will come soon) is their creed.

***Areas of influence/Relationships*** The clerics of Ash are the only ones who see the defilers as allies and are more then happy when they have an occasion to help them. Their objectives bring them everywhere in the Tablelands but they prefere to live near the sea of Silt of possible. The only true allie of Ash is Silt, its worst enemy is Sun.

***Alignment*** The priests of Ash are often chaotic/neutral evil.

***Multi/dual class restrictions*** The clerics of Ash are the only ones who may be also defilers, no preserver/ash cleric ever existed.

***Granted powers*** Ignore element: while using this power the cleric may see through both Ash and Silt. He may also breathe Ash (but not Silt).

Gate element: the cleric may gate a powerful jet of Ash, the jet is used exactly as a breath weapon. It is wide enough to affect 1 human sized creature per level above the 6th, half giants count as two normal targets. Each affected creature must roll a con check at -5. Failure means that the character can do nothing except shake and try to stay on his feet for 1d4 rounds as the Ash has defiled his body heat, in case of a success the victim may act as normal but with a 3 point malus (or 15%) to all rolls.

***Minor granted powers*** Steal hope (3rd level): this unusual power (which may be used once per day per 3 levels of experience) has the effect of lowering by two points the morale of any one creature within sight (which must be able to see to cleric), the creature is then forced to make a morale check or leave/quake in terror. The morale will be again normal after an hour without sight contact with the cleric.

Hand of ash (7th level): three times per day the cleric may have his hands cold as per *Chill touch* with the same duration and effects, the only notable exception is that the victims’ skin will become grey.

All life becomes ash (9th level): this power may be used once per day per level of the cleric above 8th. The cleric may turn a corpse to ash, spell like Raise dead or Resurrection will no more work, only a *Wish* could bring back the soul in the body turned to ash. The ash produced by this spell has the same properties of defiler ash, unable to sustain any form of vegetation.

Dread cloud (11th level): this power has visual effects similar to those of the *Cloudkill spell*. A grey cloud (40’x20’x20’ high) materializes, the cleric may make it move with a simple act of will (no concentration) at a rate of 12. All the creatures caught into the cloud (which may be used once per day) suffer the effects of the numbing cold that reigns there. After a failed saving throw vs. paralysis the creature is treated as if it had been *Chill Touched*, if the save is successful the creature has a -1 to every roll. Effects of subsequent rounds are cumulative. Should a creature drop to zero strength or below it passes out for one hour (then wakes up with one point of strength), make a str check (with the normal value of the creature): if it is failed a point of strength was permanently lost. Every ash cleric of 11th level or above is immune to the effects of this power.

***Hindrances*** The reputation of Ash clerics is always bad, they are seldom accepted as part of the society either in a city state or in a slave tribe, they have a -4 to all reaction rolls (when not attacked immediately).

Vacuum (Void)

***Description*** The priests of Vacuum are very strange in appearance and behavior. They shave their body and always dress in light robes. They seem to be a force of neutrality in the war of the elements of Athas, their mission is to make things difficult for any other elemental cleric/druid they meet. This may be caused by the fact that their element (or non-element) doesn’t exist in Athas in its pure form. Their powers also reflect this special condition.

***Areas of influence/Relationships*** The clerics of Vacuum are scattered all over the Tablelands, they do not oppose a single element but rather work to build an equilibrium between all the forces. They are seen as little more then boring.

***Alignment*** The priests of Vacuum are almost always true neutral but are occasionally lawful or chaotic.

***Granted powers*** Ignore element: the cleric may ignore any element of choice as per the normal ability once per day however the duration is reduced to 1 round per two levels of experience. He doesn’t need to breath while in the plane of Vacuum.

Gate element: the vacuum cleric is able to gate matter back to its home plane thus creating true Vacuum. Altough the plane of Vacuum has no apparent change in pressure this power does cause a change of pressure since matter naturally takes the place of vacuum in the prime material plane. If used in combat this ability will have the same effects of the wind column of Air with an addition: the victims must make a saving throw vs paralyzation, a failure means that the character is temporarily (2d8 rounds) deafened and must make a system shock roll, if the character fails again he is permanently deafened. Remember that the victims are dragged toward the center of the column rather then repelled. This power may also be used for a number of stunts, their design is left to the player and DM.

***Minor granted powers*** Instant movement (3rd level): the cleric may use his power to manipulate and create vacuum to move instantly within short distances in a way similar to dimensional door, the traveled distance is equal to the square of the cleric’s level in yards with a maximum of 400 yards at 20th level. A space sufficient for the character to pass while walking is required for the ability to work so it may not be used to evade from cages or the like but silt or water may be crossed. Until the cleric reaches the 10th level of experience he must make a system shock roll to avoid being disoriented for one round as per dimensional door. This ability may be used up to 3 times per day.

Void hammer (5th level): this power consists of a ranged attack, the cleric creates void at contact with the opponent, as the air (or anything else) fills the void the victim takes damage from impact. A roll to hit is required for this power to work however only dexterity and magical protection apply. Damage is determined by the level of the cleric:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1-4 | 5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 | 29-30 |
| 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 1d6+1d8 | 2d8 | 1d8+1d10 | 2d10 | 4d6 | 5d6 | 6d6 | 7d6 | 8d6 |

This ability may be used twice per day per 5 levels of experience of the cleric.

Unseen path (9th level): the cleric may effectively teleport once per day. Distance is not a factor but the destination point must be withis sight. The power consists in the creation of a tunnel of vacuum much like Instant movement, the transfer is not exactly instantaneous but it never lasts more then a round.

Displacement (11th level): the cleric manipulates the space around him to create a blur and effectively deflecting enemy attacks. The cleric has a +2 bonus to all saving throws vs. magic, -2 AC and is automatically immune to all arrow-sized or smaller normal missiles. The duration of this power is 10 rounds turn + 1 round/level above 11th, it may be used once per day, at 21st level or higher the power has double duration and may be used twice per day.

***Hindrances*** The clerics of Vacuum don’t use weapons unless they are magical quarterstaves with powers linked to their plane: they worship the Void so their hands are empty. If they enchant a weapon they will often give it to a worthy follower rather then using it themselves.

Salt

***Description*** The worshippers of Salt are almost universally respected but only out of fear. Their abilities which concentrate around the destruction of water are obviously a threat to life itself.

***Areas of influence/Relationships*** The clerics of Salt rule the Great Ivory plain. The war against water is rarely fought directly but the occasional skirmishes are exceptionally brutal. Earth tolerates Salt at best but occasional conflicts do take place for Salt makes the land sterile.

***Alignment*** The priests of Salt are often evil.

***Granted powers*** Ignore element: the cleric may ignore salt as per normal rules, also as he raises in level his need for water is reduced until at 20th level he no long needs water anymore. The reduction is 5% per level, thus a 4th level human cleric will need only 0.8 gallons of water every day.

Gate element: the terrifying power of Salt is enough to make most quake in terror. The power of these priests consists in gating Salt directly in their victims. This has the same effects of dehydration and 2d4 points of constitution are lost (thri-kreen loose 2d6 points). To recover these points the victims must drink water, each gallon will restore up to 3 points assuming that the victims are human: the needed quantity of water is the victim’s daily requirement (note: thri-kreen are considered to have a water requirement of one gallon per day). One creature may be affected per level of the cleric above 6th, half giants count as two creatures. If the affected creatures are only half or less of maximum the loss increased by 50%, no further improvement is possible. If a water elemental is the only target of this power it will loose a number of hit points equal to three times the cleric’s level.

***Minor granted powers*** Statue (3rd level): the cleric may encase himself in a thin layer of salt. While in this state the cleric is completely aware of his surroundings, does not need to eat, drink, breathe or rest, further he regenerates 1 hp per hour. The Statue also acts as a Slow poison spell with potentially unlimited duration. This power may be used once per day.

Crydust (5th level): this power which blows salt in the eyes of the cleric’s opponenets has the same effects of a Blindness spell with a range of 20 yards affecting one creature per two level above 4th (minimum of one at 5th level). The duration of the blindness is 2d6 turns or an equal number of rounds if a save vs. breath weapon is successfully made. The power may be used once per day per 3 levels of the cleric.

Salt bloom (11th level): a cloud of small salt particles is created by this power, the cloud is a ten-yards cube which moves at a rate of 12 according to the will of the cleric (no concentration). The cloud is subject to wind, use the same rules of *Cloudkill*. In the first round everyone caught in the cloud must save vs. death to avoid breathing. In all the following rounds the victims must continue to save to avoid sneezing repeatedly and therefore breathing the salt, each round after the first there is a cumulative -1 malus to the save. Should a save be failed the salt makes its way to the lunghs of the victim and burn them from inside. The damage suffered because of this is 1d10 for one round, 1d8, 1d6 and 1d4 the following rounds respectively (assuming the victim leaves the cloud during the first round otherwise the damage is 1d10 every round). Until the damage stops the victim is stunned and may do nothing except gasping and moving at half normal rate. The priests of Salt are immune to this power. The salt bloom may be used once per day for every four levels of the cleric.

NOTE: clerics of salt only have three minor granted powers.

***Hindrances*** Druids of Salt are rare and almost always are Salt/Air or some other quasi/paraelement tied to Air. Priests of Salt are usually hated or feared and have a -2 to all reaction rolls.

Ooze (Mud)

***Description*** Ooze is a lifegiving element in Athas. Its clerics are often allied with both Earth and Water worshippers for they believe that both elements are needed if life is going to beat the arshness of Athas thus becoming forces of unity and balance. These priests tend to have wild appearances but they are often born diplomats and truly charismatic individuals.

***Areas of influence/Relationships*** The clerics of Ooze are the most important powers in the mud flats, fighting an endless war against Silt. Mud has powerful allies as both Water and Earth oppose Silt as well.

***Alignment*** The priests of Ooze tend to be good in alignment.

***Requirements***The priests of Ooze must have a charisma of at least 14.

***Granted powers*** Ignore element: the cleric may effectively swim through Mud as if it were water, not matter how dry or wet it is as per normal "Ignore element" rules. Even walking on mud his movement rate is not affected while using this power.

Gate element: the gated matter may not be used effectively as a weapon except under particular conditions which are left to the DM’s judgement, Ooze priests gate double normal amount.

***Minor granted powers*** Wandering (3rd level): pass without trace as per the spell on mud, available at will.

Good Growth (5th level): with this power the cleric makes vegetation grow at a supernatural speed: the growth that would take place in one week is completed in one hour. The area of effect is square the cleric’s level in square feet. This power may be used a number of times equal to half the cleric’s level each day but any single area may not be treated more then once per day.

Mystic Sight (7th level): with this power the cleric may see through mud allowing him to see if dangerous predators wait under the surface. The power may be used at will.

Repel Silt (11th level): during storms the cleric may prevent the mud from being covered by silt by standing at the center of the area he wants to protect, note that the cleric may become fatigued should the storm last for a long time. The area of effect of this power is double the square of the cleric’s level. Theorically the power may be used at will but is usually used only once in a while.

***Hindrances*** When initially met priests of Mud are usually considered wild in the extreme and suffer a -2 to reaction rolls, the malus is no more applied as soon as the first contact has been established.

Smoke

***Description*** Smoke is a close relative of Magma as both tend to exist near or within volcanic areas, on a lesser degree Smoke is tied to Fire also but it’s more a case of occasional alliances then not. The objectives of the Smoke worshippers are mainly concerned with the purity of Air which is seen as a temporary error which must be corrected. The clerics of Smoke are great spies and often provide intelligence support to Magma or Fire.

***Areas of influence/Relationships*** The clerics of Smoke are rarely found far from volcanic areas, when it happens it’s often to gain new followers or to participate to some catastrophic event which involves smoke, usually flashfires. Smoke tends to be at good terms with both Magma and Fire and is known to have intense relationships with Air, sometimes good and other times bad. Occasional skirmishes with Sun take place now and then because Smoke obscures the power of the Sun.

***Alignment*** The priests of Smoke may be of any alignment but are more often neutral then not.

***Requirements***The priests of Smoke must have an intelligence of at least 13.

***Granted powers*** Ignore element: the cleric is immune to the effects of any kind of smoke, if a poisonous gas is obtained a compound (herbs, minerals...) then the cleric is immune to its effects.

Gate element: the gated Smoke may be used to obscure vision, the wall/sphere may be shaped in any way the caster wants as long as it forms one continous surface. Note that anyone staying in the wall for a full round will have a -1 malus to thaco and armor class. The cleric may conjure up to 9 cubic feet per level above 6th.

***Minor granted powers*** Awareness (3rd level): the cleric will recognize any kind of smoke as soon as he smells it and know its properties if it has any, also the cleric knows the names and likenesses of all components which if burnt produce a kind of smoke with special properties. The power is always active.

Ascension (5th level): with this power the cleric may levitate in a column of smoke. The cleric may move up or down at will at a rate of up to 15 depending on the size of the fire that creates the smoke (a small campfire provides a rate of 6 while any fire as big as a funeral pyre will be enough to reach maximum speed. While using this power the priest is also immune to the effects of smoke. The power may be used twice per day.

Communion (7th level): the cleric becomes gaseous as per a *Potion of gaseous form* the only difference being that the gas is specifically smoke. This power may be used once per day per 4 levels of the priest and lasts for 2d4 turns.

Great Communion (11th level): as per Communion but in addition to the cleric up to 1 man-sized creature per 3 levels of the priest may become gaseous too.

***Hindrances*** Altough often spies the clerics of Smoke are rare and even their existence is not widely known, therefore they don’t have any modifier to reactions vs. normal people. Worshippers of fire and magma react at +2, those of other elements and the templars react at -1/-3 depending on local past experiences.

Ice

***Description*** The worshippers of Ice are either war or peace bringers, they know no compromise between these extremes, this is caused by a main division in the Plane of ice between two factions: the warlike one, which is dominant, wants to expand the area of influence of Ice with the strength of magic and weapons while the other considers Ice as a source of lifegiving water, therefore concentrating more on the values of life, fraternity and peace.

***Areas of influence/Relationships*** The clerics of Ice are almost exclusively found on the top of the Ringing mountains, between these peaks, above and near the snow line the cult of Ice rules supreme alongside the cult of Air. Ice is opposed to Fire, depending on the single cleric the contrast may take the form of open war or philosophical discussion.

***Alignment*** The priests of Ice may be of any alignment but their temper must be either warlike or peaceful.

***Requirements***None beyond those for a cleric.

***Granted powers*** Ignore element: the cleric is immune to the effects of cold and may walk through ice.

Gate element: this power works exactly as the one for fire clerics but causes cold damage, it may also be used to simply gate ice which will gradually melt into an equal amount of water.

***Minor granted powers (WAR)*** Ice spear (3rd level): the cleric may hurl a spear-shaped bolt of ice at a single target. The bolt inflicts 1d4 points of damage 1 per level of the priest. A roll to hit (with a +4 bonus) is required, note that the cleric is automatically proficient with this "weapon". The power may be used once per day per 5 levels of the cleric.

Cristallize (5th level): minute particles of ice form on the cleric’s body until he is completely encased in an ice shroud. While in this form the cleric may not hear nor see and is effectively helpless (but the ice protects him, it has AC 0 and 30 hp) however he is healed of 1-4 points of damage and may roll a saving throw vs. any one magical disease which already afflicts him (some diseases usually don’t allow a save at all, this power will allow a save vs. poison at -4). The duration of the power is half an hour, it may be used once per day.

Spirit armor (7th level): the cleric is covered by a layer of ice. It is magical and will bend according to the priest’s movements. The protection provided by this armor is similar to that of an *Armor* spell. The ice gives a 6-point bonus to AC and lasts for one hour or until it has absorbed 10 + level\*2 points of damage. The power may be used twice per day.

Cristalline Curse (11th level): this power lowers the body temperature of a target creature. During the first 4 rounds the creature will suffer an increasig discomfort which in game terms means a cumulative -1 to all rolls. In the 5th and subsequent rounds the victim must roll a save vs. paralysis or be stunned and unable to do anything, the roll must be repeated each round but if already stunned a creature saves at -2. Starting from the 10th round the victim will start to recover: if still stunned it will have to make a successful save vs. paralysis otherwise the maluses will start fading immediately at a rate of one point per round. The cleric may affect up to 1 man-sized creature per 4 levels of experience.

***Minor granted powers (PEACE)*** Comfort (3rd level): the cleric is able to lower the temperature in a small area, the temperature will be cool and comfortable even if outside it’s as hot as a blast furnace. The duration of this power is one full hour or until the cleric leaves the area wichever comes first. Comfort may be used up to twice per day. This power may never be used to harm someone unnaturally lowering the temperature, in cool or cold ambients it simply won’t work.

Cristallize (5th level): minute particles of ice form on the cleric’s body until he is completely encased in an ice shroud. While in this form the cleric may not hear nor see and is effectively helpless (but the ice protects him, it has AC 0 and 30 hp) however he is healed of 1-4 points of damage and may roll a saving throw vs. any one magical disease which already afflicts him (some diseases usually don’t allow a save at all, this power will allow a save vs. poison at -4). The duration of the power is half an hour, it may be used once per day.

Cristalline Blessing (9th level): this power works exactly as Cristallize but may be used on other creatures as well as the cleric. Up to 1 creature for each 3 levels of the priest may be affected.

Restoration (11th level): this power, which may be used once per week, allow the cleric to heal all damage done by fire, heat or magma to a single living being. This excludes elementals, golems, undead but includes "non natural" createures like drakes and nightmare beasts.

***Hindrances*** Ice itself is a concept alien to the culture of 99% of the tablelands. They are sometimes are subject to jokes and are considered liars. This of course happens only before they display their powers, then they will receive the respect they deserve for the might of cold is something the normal Athasian cannot conceive.

**Kits**

For those of you who want to use the standard EAFW scheme of things these kits will add worshippers of new elements (or rather single aspects of an existing element) to your game without contradicting the official rules.

The Lightning, Smoke and Ice kits were provided by Carrie Slavin <sarcasm@bellsouth.net>

Lightning (rain)

***Description and role:***

Of all the Paraelements, Rain was considered the least powerful and aggressive. With the coming of Tyr Storms, these preconceptions have been blown away. Now everyone fears coming storms and most inhabitants of the desert have experiences at least one of these dreadful storms.

In light of the Lords of Rain newfound aggressive tendencies, some Spirits have chosen to back some more aggressive people than before. Where as before, Rain Clerics held the power to heal, now Rain has the power to hurt.

This Kit is intended for the Rain Clerics as warriors for the order. Only the Fire Clerics are as chaotic and destructive.

This tends to make the followers of Lightning Lords enjoy a rivalry with Fire Clerics that can easily lead to non-productive contests of skill. Lightning Kits tend to be loud, boisterous and amazingly overpowering in combat, though they do have a caring side, they leave care for the other Rain Clerics.

The Pact for these clerics is to withstand a Tyr Storm naked and without shelter. If you survive, the spirits have accepted you.

***Alignment:*** Chaotic! Boom, boom, baby!!

***Special abilities:*** Bonus granted power, Weapon of choice (+1,+1) as long as it is a projected missile (spear, dart, bow and arrow and the like)

***Suggested proficiencies:*** Survival, Navigation, Weather Sense, Bowyer/Fletcher

***Preferred wild talents:*** Psychometabolic or Psychkenetic

***Major granted powers:***same as a normal rain cleric.

***Minor granted powers:***

Immune to Storms and lightning, same as rain cleric

Ignore effects of rain, same as rain cleric

Gate in element : The Rain Clerics of Lightning do not gate on rain but bolt of pure elemental electricity. The bolt of lightning does 1d6 per level above 6th level. The ability to gate is the same as a normal rain cleric.

Call lightning as a rain cleric.

Divert Tyr storm, this power (which may be used once per week) changes the path of a Tyr storm which is already in sight, the storm will change its path regardless of winds and travel in the path the cleric establishes. Should a conflict arise between two users of this power the higher level cleric will win.

***Special hindrances:*** -3 reaction adjustment to all people due to volatile nature and a penchant for screaming like thunder on occasion.

Drawn to Storms: must Save vs. Death Ray in order to avoid heading towards a storm when it is nearby. The Rain Cleric of Lightning is so rarely in contact with his element she finds the call of the lightning spirits irresistible.

Smoke (fire)

***Description and role:***

In the war aganst the Paraelementals, not all the battles can be won with pure brute force. Some Lord of Fire started to investigate the subtiler aspects of stealth and spying. These lords have refined their art even to have changed their nature. they no longer burn with the fury of flame, but smoulder with the tenacity of smoke.

Fire clerics of smoke are the spies of the plane of Fire. They sneak around everywhere and gather information for the Lords of fire and summon elementals where they can do the most good.

The saying 'where's there smoke, there is fire' was never truer. These fire clerics are hated by the Lords of the Sun due to the percieved encroachment on their domain.

***Alignment:***Lawful, the devotion to be fighting for the cause of fire but be denied the full glory of the element takes the strongest will.

***Special abilities:*** 2 bonus skills, Hide in Shadows and Move Silently increacing per level as a Ranger.

***Bonus proficiencies:*** One Rouge prof.

***Suggessted proficiencies:*** Survival, fire building, Navigation, Ancient History, Languages

***Preferred wild talent:*** Clairsentience or Psychokinetic

***Major granted powers:*** same as a normal fire cleric.

***Minor granted powers:***

Smoulder : the cleric cannot ignite flammable objects, but can cause

them to break down to their base carbons providing ample smoke.

Create smoke ; the cleric can create the effects of a Wall

of Fog once per day.

Affect Normal Fires : same as a normal fire cleric

Cleansing smoke inhalation : the power works the same way that

cleanseing

flame does, but the PC must inhale smoke from a fire.

Control Flame: same as a normal fire cleric.

***Special hindrances:*** -3 reaction penalty due to an instinct to avoid recognition displayed as an extreme shyness. Instant recognition by any Sun Cleric as an enemy.

Ice (water)

***Description and role:***

With the continuing elemental conflicts that have drained the elemental vitality from Athas. The Ice lords have lost their domain from between Air and Water. They were driven from their place by the upcoming Rain Lords. Most lords, without a home, melted away. One Lord, Cryonax, made a pact with the lords of Water, pleading that the element of Ice would be an aspect of Water in order to not fade from the world completely. With this pact, the last Ice lord was made into a hit man and his priests are the thugs. When the lords of water need a Silt cleric killed, it is one of Cryonax's that gets the job done.

***Alignment:*** lawful, one needs to have complete devotion for Cryonax's acceptance.

***Special abilities:***gated element is unique, different granted powers, THAC0 as a Warrior. (no specialization)

***Suggested proficiencies:*** Survival, Heat Protection, Tracking, Disguise

***Bonus proficiencies:*** (any 1 slot in Warrior or Rouge)

***Major granted powers:***

5th - ignore Water just as a water cleric but this includes Ice as well.

7th - Gate in element Gates in one cubic foot per level of Ice. This can be in any shape that the summoner desires and can be from anywhere within '50 of the cleric. Falling ice does 1d6 / level of the cleric or 1d8 if formed in an aggressive shape ( spikes, upside-down pyramids, etc. ).

***Minor granted powers:***

Quench Thirst -as water cleric

Encasement - as Earth cleric, but the material is Ice, not earth

Healing Ice Cube - same as healing draft but the power must be used on a chunk of Ice.

Resistance to water - Same as Water cleric

Spark of life - same as Water cleric except Healing Ice Cube is used instead of Healing Draft.

***Special Hindrances:*** vulnerable to Fire and heat attacks, -2 to saves -2 to Con during the day due to Heat

**New equipment**

Smoking beads

These items are believed to be magical by the common folk, in reality they are made of a hardened paste which breacks under a moderate pressure (may be crushed with two fingers). The paste is made of some herbs, sulphur and resin. When the core is exposed to the air it suddenly catches fire and burns in a moment releasing a relatively large amount of smoke but producing only a few heat.

Every priest of smoke knows how to make the beads, it is part of their basic training.

**New spells**

All the new classes have access to the classic *Conjure Lesser Elemental*(3rd level), *Conjure Elemental*(5th level) and *Conjure Greater Elemental*(7th level). The spells work as normal, conjuring the type of elemental appropriate for the cleric.

**Smoke spells**

1st level

**Messenger spirals**

Sphere: Smoke

Range: 100 yards + 10 yards/level

Components: V, S

Duration: 1 turn + 1 turn/3 levels

Casting time: 1

Area of effect: One cloud/column of smoke

Saving throw: None

This spell allows the caster to shape smoke to transmit messages very far, any smoke priest will be able to understand the message, the communication is one-way. Only simple concepts may be sent by means of this spell unless the caster and the receiver have already agreed on new words or a special code.

**Smoke wall**

Sphere: Smoke

Range: 30 yards

Components: V, S

Duration: 2d4 rounds + 1 round/level

Casting time: 1

Area of effect: 20’ cube+10’ cube/level

Saving throw: None

This spell resembles *Wall of fog* in all aspects except that anyone staying in the wall for a full round will have a -1 malus to thaco and armor class.

2nd level

**Hypnotic tendrils**

Sphere: Smoke

Range: 50 yards + 10 yards/level

Components: V, S

Duration: Special

Casting time: 2

Area of effect: 30-foot cube

Saving throw: Neg.

This spell has the same effects of a *Hypnotic pattern* except that it needs an existing source of smoke to work. Note that on a successful save the recipients won’t be aware of the spell, after a while however they may notice the strange behavior of those who failed the save.

**Shape smoke**

Sphere: Smoke

Range: 30 yards + 10 yards/level

Components: V, S, M

Duration: Special

Casting time: 2

Area of effect: 10’ cube of smoke

Saving throw: None

This spell allows the caster to shape smoke to resemble anything he has seen effectively creating insubstantial "smoke figures" of any size up to the full area of effect. The priest may make the figures move, change their shape and make them vanish in a puff of smoke. The figures aren’t able to harm anyone but someone could be deluded to think so, for example shaping a smoke elemental which would be very difficult to distinguish from the real one.

The material component for this spell is a pinch of sulfur powder that must be thrown in the smoke’s direction.

**Smoke cloud**

Sphere: Smoke

Range: 10 yards

Components: V, S

Duration: 4 rounds + 1 round/level

Casting time: 2

Area of effect: Special

Saving throw: None

This spell mimicks a *Fog cloud*. It may be used to create a large cloud of smoke which blocks sight (but remember that anyone staying in the cloud for a full round will have a -1 malus to thaco and armor class. The spell may also be used to create a smoke that resembles that created by either Soporific smoke, Poisonous smoke, Hallucinatory cloud or Deadly cloud.

3rd level

**Smokeform**

Sphere: Smoke

Range: Touch

Components: S, M

Duration: 4 rounds/level

Casting time: 1

Area of effect: One creature

Saving throw: Neg.

When this spell is cast the target becomes insubstantial as per a *Potion of gaseous form*, except that the gas in which the recipient transforms is specifically smoke. The recipient can end the spell with a simple act of will.

The material component for this spell is a puff of smoke, often created with a Smoking bead.

**Soporific smoke**

Sphere: Smoke

Range: 30 yards

Components: V, S, M

Duration: 1 round/level

Casting time: 3

Area of effect: 20-foot cube

Saving throw: Neg.

This spell creates a cloud of white smoke which causes anyone caught inside it to save vs. spell or fall dormant. Those who make successful saving throws can leave the cloud without suffering its effects, nothe that those remaining in the cloud must continue to save each round with a cumulative -1 malus to the roll. The induced sleep lasts for 2 hours or until the victims are slapped or otherwise phisically stimulated. This spell is ineffective against monsters with 4+3 hit dice or more. The cloud may not move except as a result of the wind, its duration is halved in a moderate breeze and is dispersed in one round by a stronger breeze.

The material component for this spell is a leaf of Dead man’s dream which must be crushed.

4th level

**Solid smoke**

Sphere: Smoke

Range: 30 yards

Components: V, S

Duration: 2d4 rounds + 1 round/level

Casting time: 3

Area of effect: 20’ x 10’ x 10’ volume/level of caster

Saving throw: None

This spell resembles *Solid fog* under many aspects with the notable exception that the fog is instead smoke. A *Fireball*, *Flame strike* or *Wall of fire* cannot affect it nor can a *Gust of wind* however a *Ice storm* or similar magic of at least 3rd level will destroy the cloud in a single round. As per Smoke cloud there’s a malus to AC and THACO if someone stays within the cloud for a full round, since the smoke is denser the malus is -2.

5th level

**Curse unbeliever**

Sphere: Smoke

Range: 5 yards

Components: V, S

Duration: Special

Casting time: 2

Area of effect: one single creature

Saving throw: Special

This spell will only work against someone who is not a worshipper of smoke.

The lunghs of the victim are instantly filled with dense poisonous smoke wich is blown by the caster’s mouth. The victim must roll a saving throw vs. spell or die within 5 rounds during wich may act with a -4 to all rolls and may not cast spells which require a vocal component.

Even if the save is made the victim looses 5 hp and coughs revealing himself as an unbeliever with all the consequencies that this may imply.

**Poisonous smoke**

Sphere: Smoke

Range: 20 yards

Components: V, S, M

Duration: 1 round/level

Casting time: 5

Area of effect: 30’x30’x30’ cube or equivalent volume

Saving throw: Special

This spell when cast may resemble *Cloudkill* but is very different. The created cloud will dissolve quickly, collapsing in four rounds to a height of 1 foot unless contained in some way. The kind of poison the cloud is made of is also determined at casting time, depending on the material component used by the cleric.

|  |  |  |
| --- | --- | --- |
| Material component | Effects | Saving throw |
| Sweet material  (kank honey etc...) | Lack of concentration, any spellcaster or psionicist will have to make a con check to resiste the effect each time he tries to concentrate, in case of failure the spell/power is ruined but is not lost nor are PSPs expended.  Further all intoxicated people have a -2 to their Thaco.  Upon leaving the cloud the effects fade within 1d6 rounds. | No save is allowed. |
| Acid material  (lemon, vinegar etc...) | The poisonous smoke burns the lunghs of the victims. As long as they stay within the cloud they loose 1d8 hp per round. Upon leaving the cloud the damage fades becoming 1d6, 1d4 and finally finishes. Each round the victim is damaged by the spell he must make a con check or fall on his knees grasping his throat, unable to do anything by scream and crawl. | A successful save vs. poison halves damage, also the con check is automatically made. |
| Salty material  (dry meat, salt etc...) | The cloud is not visible and is difficult to smell. Anyone staying in the area for a round or more won’t suffer any ill effect immediately however within 2d6 hours a really bad fever will affect the victims of the spell making them able to engage only very mild activity. The effect will last for 6 full hours. | A successful save vs. poison means that the metabolism of the victim has endured the spell and it has no effect. |

As per *Cloudkill* holding one’s breath is not a way to diminish the effects of the spell.

The material component is always something that may be drunk or eaten, it burns at the contact of the cleric’s hands and releases the magical smoke.

6th level

**Hallucinatory cloud**

Sphere: Smoke

Range: 5 yards/level

Components: V, S, M

Duration: 1 round/level

Casting time: 6

Area of effect: up to 40-foot cube

Saving throw: None

This spell is similar to *Chaos* in that the victims loose control over their actions but has different features. First the area of effect is filled by a thin blue smoke which as usual intoxicates even those who hold their breath. The effects of the spell are determined rolling on the following table.

|  |  |
| --- | --- |
| D10 roll | Effect |
| 1-2 | Wanders aimlessly within the area of effect the spell babbling about whatever comes to the mind of the DM. At the end of the spell won’t be able to remember anything. |
| 3-5 | Continues to do whatever was doing before with total concentration, nothing except a direct danger will attract the attention of the hallucinated creature. At the end of the spell won’t be able to remember anything. |
| 6-8 | Forgets whatever was doing and starts to talk (most similar behavior in case of animals) with an immaginary companion. At the end of the spell won’t be able to remember anything. |
| 9-10 | Realizes that is under the effects of a spell but couldn’t care less and won’t intervene unless directly threatened. Will continue anything was doing before but retains memory of the experience. |

As soon as a creature under the effects of this spell is directly threatened with weapons or otherwise put in danger it regains consciousness and the spell is broken. Slapping a creature doesn’t qualify as a real danger, trying to push it off a cliff sure is!

The material component for this spell is a single leaf of esperweed which is consumed.

7th level

**Deadly cloud**

Sphere: Smoke

Range: 50 yards

Components: V, S

Duration: 3 rounds per 2 levels of experience

Casting time: 7

Area of effect: three 10-foot cubes per level

Saving throw: None

This is one of the most powerful spells of smoke. Its effects being almost the same as those of a *Death Fog*As usual however the fog is replaced by smoke. There’s no mean by which the cloud may be dispelled short of a *Disjunction* (Mondenkainen’s -). This spell may affect both plant and animal life, the caster may choose to leave one of these unaffected by the spell.

**Pinnacle of destruction**

Sphere: Smoke

Range: 50 yards

Components: V, S

Duration: 1 round per level of experience

Casting time: 7

Area of effect: a tower of smoke with a 20 yard radius

Saving throw: Special

This is the ultimate weapon of a smoke cleric, upon his command the very earth starts to smoke. This is of course magical super heated smoke which raises high in the sky in a matter of mere instants creating a towering black column. Those unfortunate enough to be in the area of effect of the spell must make an int check to find something to grapple if this roll is successful they must make a strength check every round to avoid being taken from the ground by the incredible ascensional power of the spell.

Failure to find a hold or loosing that hold means an horrible and certain death as the victim is hurled at great height and then dropped on the ground.

The raw heat of the smoke inflicts 1d4 points of damage per round of permanence at the base of the column.